

Listing of Claims

Claims 14, 18, 23, and 25-26 have been amended. Claim 24 has been cancelled. Claims 1-13 have been withdrawn. Thus, claims 14-23 and 25-30 are pending in the present application. This Listing of Claims replaces all prior versions, and listings, of claims in the above-captioned application.

1-13. (Withdrawn)

14. (Currently Amended) A system for providing tournaments among players of an amusement game devices comprising:

one or more game devices adapted for communication over a network;

one or more servers adapted for communication with the game devices over the network,

one or more of the servers being adapted to group the amusement game devices into at least one collective award pool, one or more of the servers being adapted to display a tournament web page allowing player selection of awards; and

one or more databases adapted for communication with the servers over the network, the databases storing player information and information pertaining to game tournaments.

15. (Previously Presented) The system of claim 14 wherein the network is the Internet and wherein one or more of the game devices are provided with keyboards.

16. (Previously Presented) The system of claim 15 wherein one or more of the game devices are provided with mouse peripherals.

17. (Previously Presented) The system of claim 14 wherein the servers are further adapted to organize award levels based on player performance in a tournament and to offer specific award levels to players who have achieved predetermined criteria in the tournaments.

18. (Currently Amended) The system of claim 17 ~~18~~ wherein the predetermined criteria comprise player rankings.

19. (Previously Presented) The system of claim 18 wherein the predetermined criteria comprise player ratings.

20. (Previously Presented) The system of claim 17 wherein the award levels are adjusted based upon the average level of player achievement in a tournament.

21. (Previously Presented) The system of claim 14 wherein the game devices are adapted to play a variety of different games.

22. (Previously Presented) The system of claim 21 wherein the variety of different games comprises games selected from the group consisting of driving games, sports games, fighting games, adventure games, and puzzle games.

23. (Currently Amended) A network for providing tournaments among players of amusement game devices, the network comprising:

a plurality of amusement game devices located at game device locations, each amusement game device having a communication device attached thereto;

at least one server configured for communication with the communication devices, the server being adapted to group the amusement game devices based on the game device locations and to provide tournaments for players of the amusement game devices, the server being further adapted to group the amusement game devices into at least one collective award pool; and

at least one database connected to the server, the database adapted to store information regarding players of the amusement game devices and game results from the amusement game devices.

24. (Cancelled)

25. (Previously Presented) The network of claim 23 24 wherein the amusement game devices in the at least one collective award pool are adapted to award players of the amusement game devices with prizes based upon the accumulation of at least one statistic among all amusement game devices in the at least one collective award pool.

26. (Previously Presented) The network of claim 25 24 wherein the at least one statistic is selected from the group consisting of total plays of the amusement game devices, total time of play on the amusement game devices, and total money input into the amusement game devices.

27. (Previously Presented) The network of claim 23 wherein the amusement game devices are adapted to provide at least one bonus game in addition to tournament games, the at least one bonus game having at least one bonus game prize associated therewith.

28. (Previously Presented) The network of claim 27 wherein the at least one bonus game comprises a brief reaction challenge wherein a player must press a flashing button within a predetermined time period to successfully complete the brief reaction challenge.

29. (Previously Presented) The network of claim 27 wherein the at least one bonus game comprises a trivia challenge wherein the amusement game device presents a player with at least one bonus game trivia question.

30. (Previously Presented) The network of claim 27 wherein the at least one bonus game comprises a brief arcade challenge wherein the amusement game device presents a player with a short arcade or puzzle game.